

# TRANSMUTE

The Gadget is capable of rearranging itself to produce a different effect. A sword may become a crowbar or a rifle may become a shield.

## Effect

Only one Good Gadget Trait may be operable at any given time - it takes one round to change the Gadget from using one trait to another as the Gadget 'reassembles' itself (in combat, the character wielding the Gadget may perform another action during this reassembly, such as Talk or Run). All Good Gadget Traits tied to Transmute must take the restriction 'Transmute limit.'

## Note

It is possible for a Gadget with Transmute to have other Good Gadget traits that aren't tied to Transmute. For example, a Gadget has the Resilient, Transmute, Natural Weapon (minor), and Stun traits. Only the Natural Weapons and Stun traits have the 'Transmute limit' restriction, meaning that the Gadget may only do damage as a natural weapon or stun an opponent in any given round, and sacrifice one round to change them. As the Resilient trait was not given the restriction, the Gadget is considered resilient at all times.

[good](#), [minor](#), [gadgets](#)

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